NICKELODEON

NiCKToons
RACING

GAME BOY ADVANCE

INFOGRAMES

INSTRUCTION BOOKLET

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:
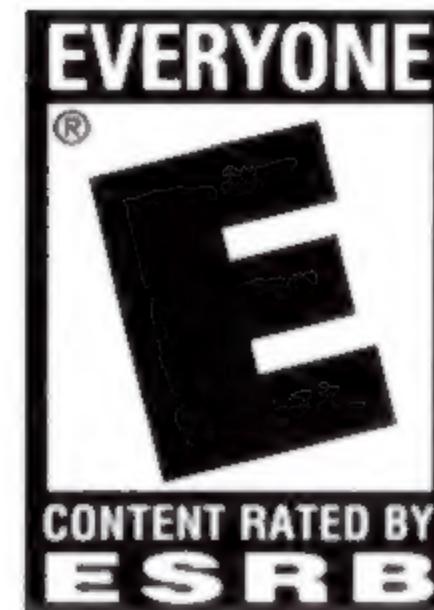
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

TABLE OF CONTENTS

GETTING STARTED

1. Turn OFF the POWER switch on the Nintendo® Game Boy® Advance system. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Nicktoons™ Racing* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The title screen will appear. If you don't see it, begin again at step 1.
4. When the title screen appears, press **START** to proceed to the Main Menu.

CONTROLS

Menu Controls

BUTTON	ACTION
+ Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Return to previous menu
START	Advance to next screen, Display Pause Menu, Skip messages

Game Controls

BUTTON	ACTION
+ Control Pad ◄ and ►	Steer car
A Button	Accelerate
B Button	Brake
+ Control Pad ▼ and B Button	Reverse
L Button	Activate Power-up
R Button	Jump, Power Slide
Double-tap + Control Pad ▲ while pressing A Button	Speed Boost

BASIC ACTIONS

Driving Forward: Press the **A Button** to make the car move forward. Use the **+ Control Pad** ◄ or ► to steer the car left or right.

Driving Backward: Press the **B Button** and then the **+ Control Pad** ▼ to make the car move backward. While you are moving backward, use the **+ Control Pad** ◄ or ► to steer the car left or right.

Power Slide: While you are going around a tight corner, press and hold down the **R Button**. Initially your car will jump, but as long as you hold down the **R Button** your car will Power Slide.

WELCOME TO *NICKTOONS*™ *RACING!*

The *Nicktoons*™ characters have come together after receiving an invitation to race for the Krusty Krab Big Bun Award. Each of the *Nicktoons*™ characters was challenged to try and claim this neat prize. Mysteriously, the letter was signed by the "Mystery Rider." No one knows who the rider is, only that he, she or it drives a sleek black car.

MAIN MENU

From the Main Menu, select from the following:

Single Player

See pages 11–12 for details.

Multiplayer

See page 12 for details.

Options

See below for details.

MAIN MENU OPTIONS

Hall of Fame

Your best times from the Time Trial mode are stored here.

Clear Saved Results

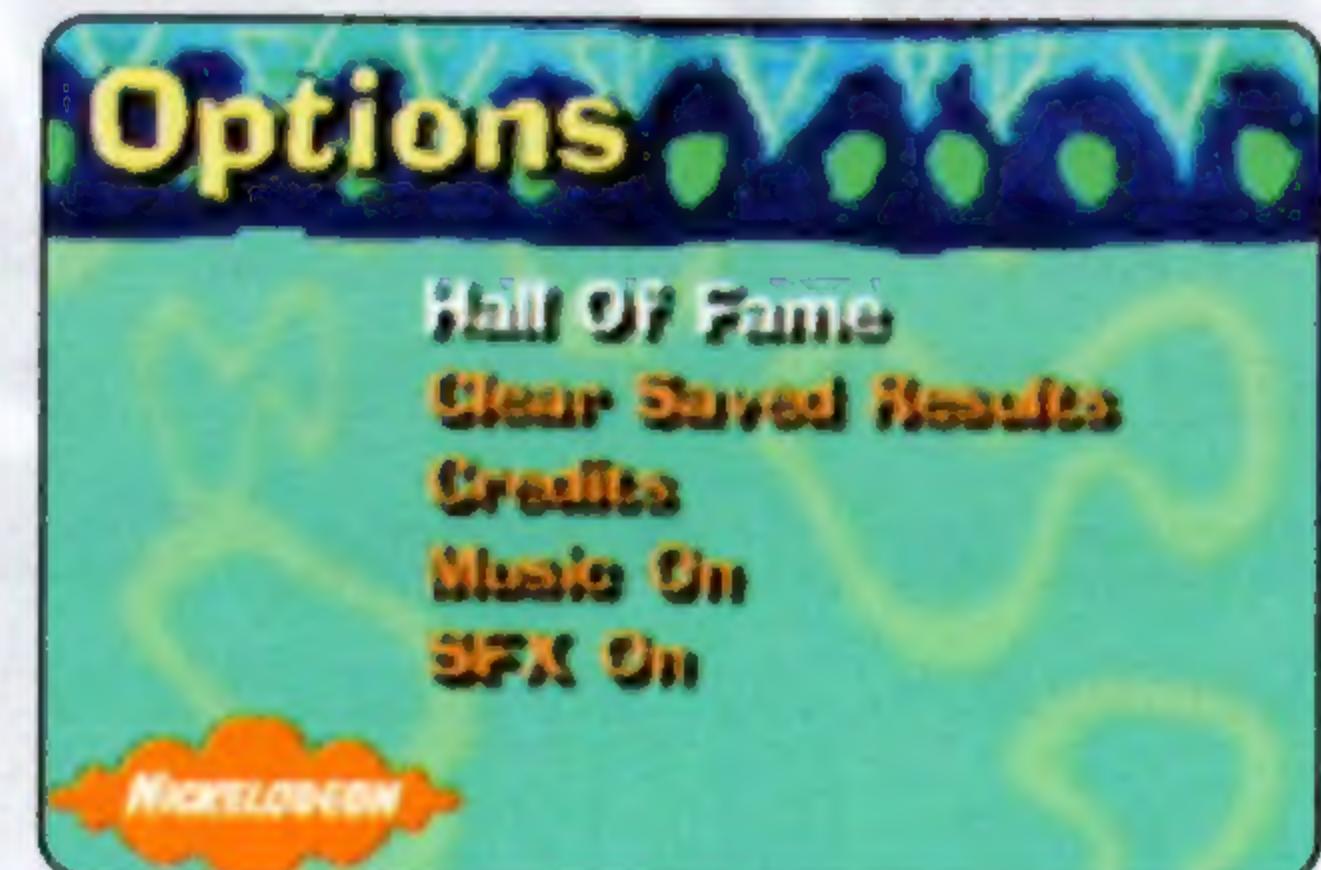This clears the Hall of Fame, and re-locks any unlocked Cups, tracks or secrets.

Credits

See who helped to develop this game.

Music

Toggle music ON/OFF using the **+ Control Pad** ◀ or ▶.

SFX

Toggle sound effects ON/OFF using the **+ Control Pad** ◀ or ▶.

AUTOSAVE

Any unlocked Cups, difficulty levels, or names and times entered into the Hall of Fame are saved automatically. When you return to the game, all saved information is automatically loaded. If you wish to erase all of the saved information, select Clear Saved Results from the Options Menu.

PAUSE MENU

During play, you can pause the game at any time by pressing **START**. This will bring up the Pause Menu. From there you can choose from the following:

Cups Mode

Continue – Close the Pause Menu and return to the race.

Try Again – Restart the current race.

Quit – End the current race and return to the Cup Selection screen.

Race for Fun Mode / Time Trial Mode

Continue – Close the Pause Menu and return to the race.

Try Again – Restart the current race.

Change Track – Switch to another track.

Change Character – Switch to another character.

Quit – End the current race and return to the Track Selection screen.

SINGLE PLAYER OPTIONS MENU
Cups

Race against five other characters to win a Cup! Each Cup race has four tracks, and each track has a three-lap race. At first, you may only race in the first Cup competition. Other Cups become available to you as you win each previous race and collect that race's Cup.

Points are awarded after each race as follows.

FINISH IN:	TO EARN:
1st place	10 points
2nd place	7 points
3rd place	5 points
4th place	3 points
5th place	1 point
6th place	0 points

Upon completing the four tracks in a Cup race, the player with the most points wins.

You must finish in 1st, 2nd or 3rd place in order to qualify for the next race.

Time Trial

This mode allows you to practice your skills on any available track. Go for the fastest lap time without the other characters getting in your way!

Race for Fun

At first, only the four tracks from the first Cup are open to you to practice your driving skills. You may race other available tracks once you've opened them, which you do by winning the other Cup competitions.

MULTIPLAYER OPTIONS MENU

Race with up to three friends using Game Boy® Advance Game Link® Cables and one Game Pak per player. Before you connect the Game Link® Cables, make sure that all Nintendo® Game Boy® Advance systems are turned OFF. After you connect the Game Link® Cables, turn all Game Boy® Advance systems ON. All players should then select the Multiplayer option. Once the systems are linked, the player whose system is connected to the color end of the Game Link® Cable selects a game mode from the following:

Cups

Same gameplay as described under the Single Player Options Menu on page 11.

Versus

Race head-to-head against other players.

DIFFICULTY LEVELS

The game has three levels: Easy is the game's default, Medium becomes available once the Easy game is completed, and the Hard setting becomes available once the Medium game is completed.

Difficulty determines where you must rank in order to qualify for the next Cup or race in the current Cup:

Easy – Place 1st, 2nd or 3rd to progress. This is a great division for beginners, and entry is available without qualifications. The cars are not the fastest, but they handle well and are much safer for the inexperienced driver.

Medium – Place 1st or 2nd to progress. Slightly more powered up, this division will have you competing with experienced drivers.

Hard – Place 1st to progress. This division has the fastest cars of all, with fully modified engines. Although they are fast, they are difficult to handle and are only recommended for the most experienced drivers. Be warned, if you can get to this level you will be competing with the best drivers in the business.

CHARACTERS

Choose your favorite character from a wide selection of terrific *Nicktoons*™ personalities. Have you ever wondered if Stimpy could beat Angelica Pickles in a race? Now you can find out!
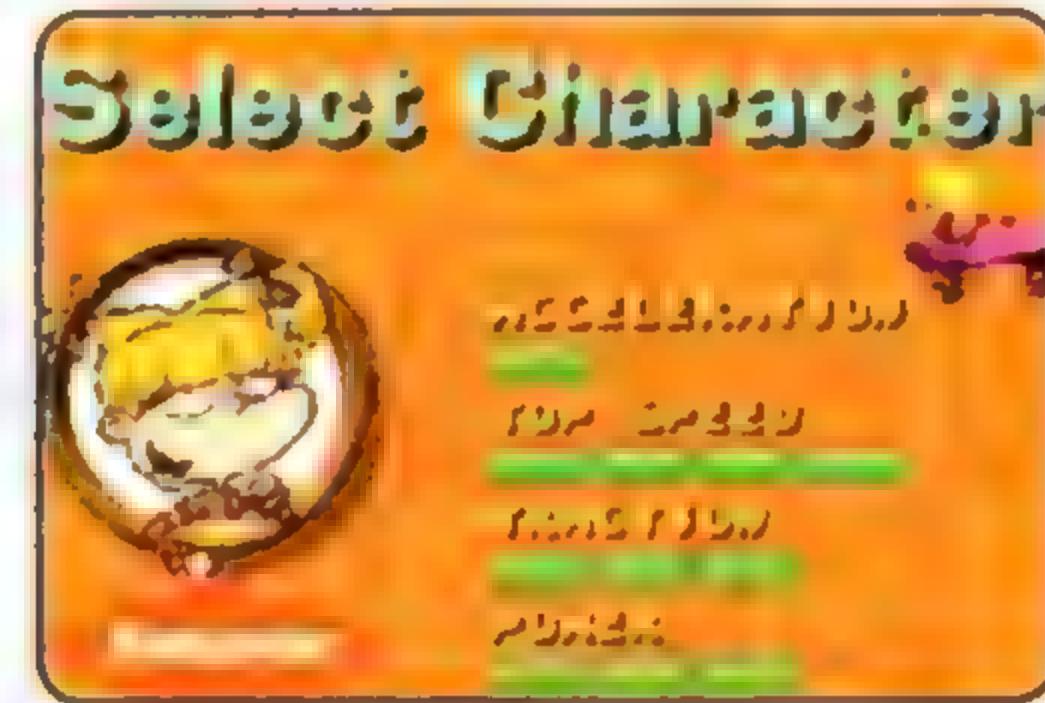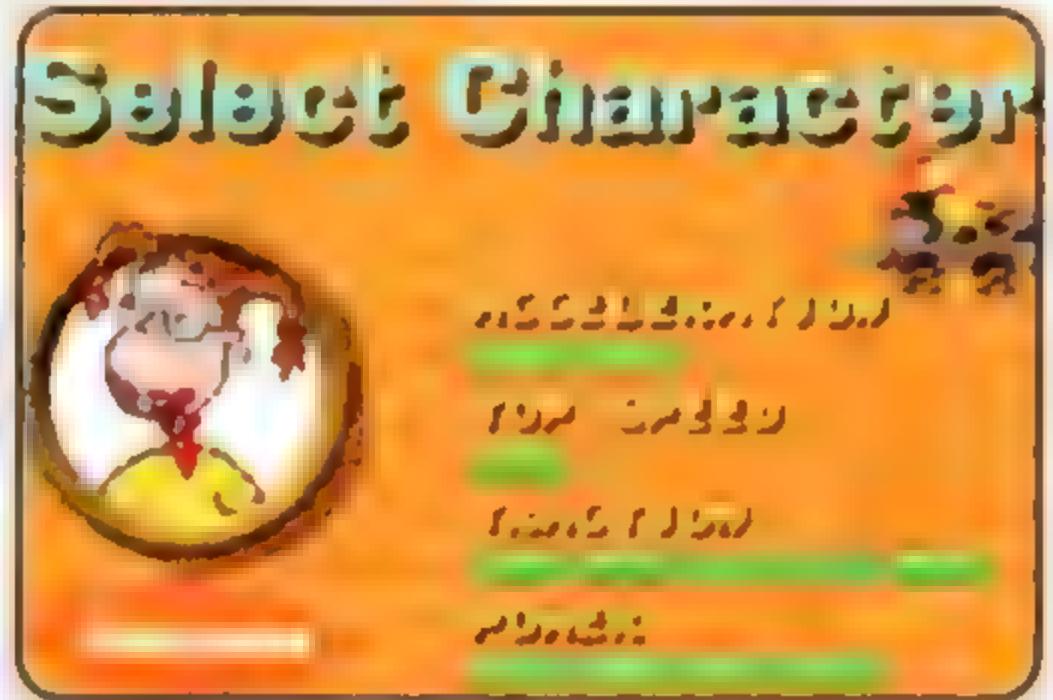
Rugrats™
Tommy
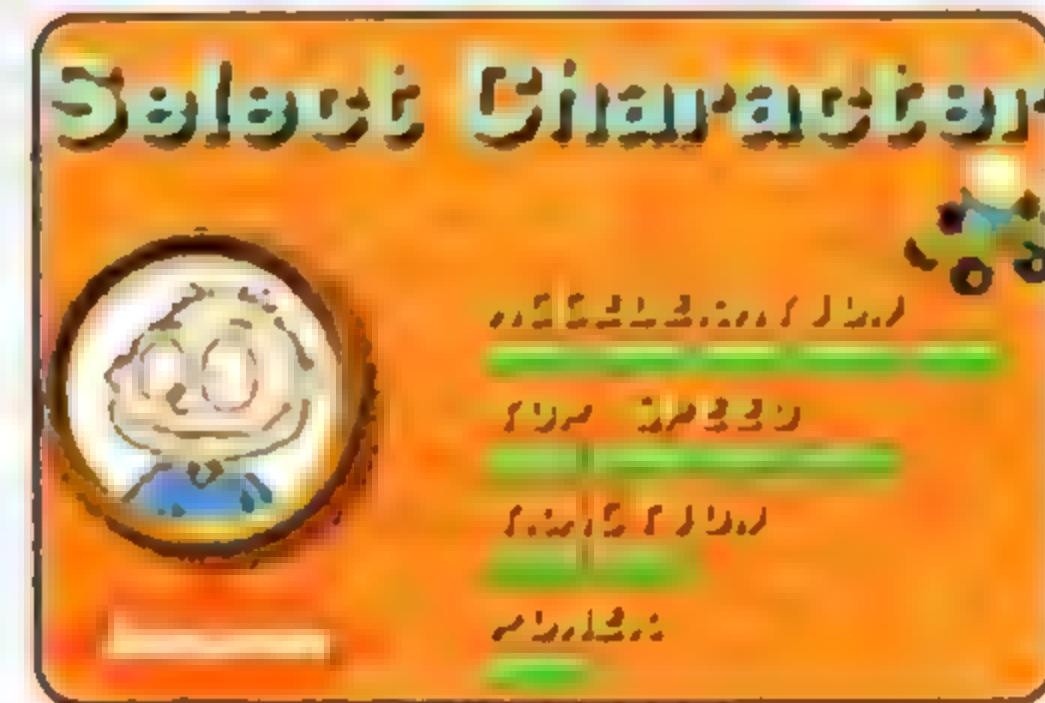
Hey Arnold!™
Arnold

Rugrats™
Angelica

Hey Arnold!™
Helga

The Wild Thornberrys™
Eliza

Select Character

ACCELERATION

TOP SPEED

HANDLING

POWER

The Angry Beavers™
Daggett &
Norbert

Select Character

ACCELERATION

TOP SPEED

HANDLING

POWER

The Wild Thornberrys™
Darwin

Select Character

ACCELERATION

TOP SPEED

HANDLING

POWER
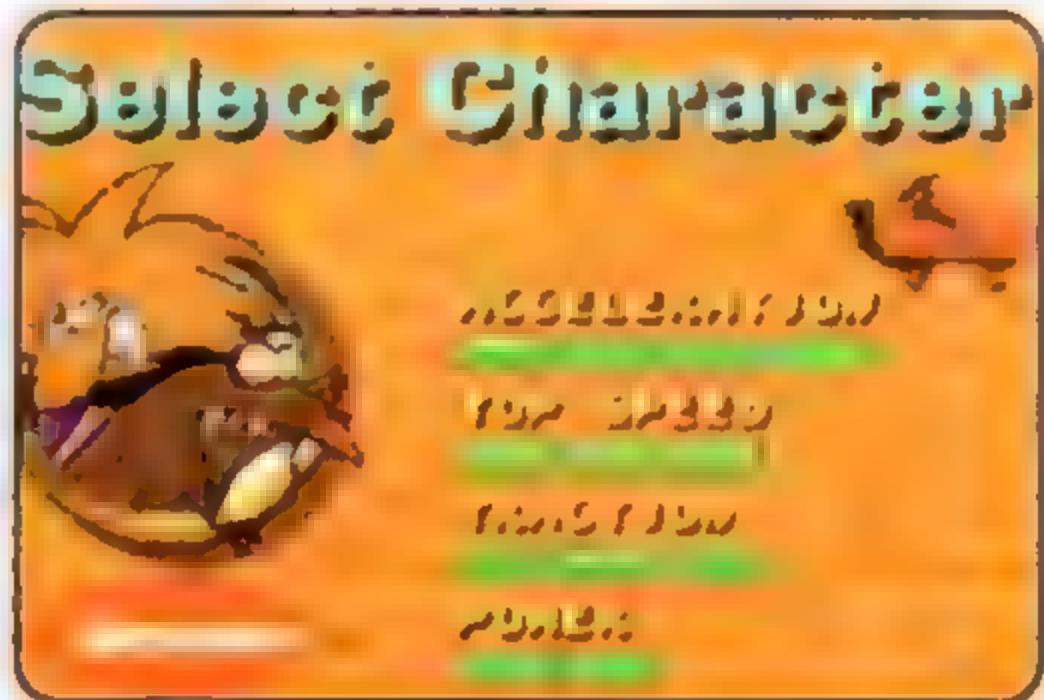
SpongeBob SquarePants™
SpongeBob

Select Character

ACCELERATION

TOP SPEED

HANDLING

POWER

CatDog™
CatDog™

Select Character

ACCELERATION

TOP SPEED

HANDLING

POWER

SpongeBob SquarePants™
Patrick Star

Select Character

ACCELERATION

TOP SPEED

HANDLING

POWER

*The Ren &
Stimpy Show*™
Stimpy

*aaahh!!! Real
Monsters*™
Ickis

The Mystery
Rider

The Mystery Rider is, well, a mystery! The Mystery Rider (who you can call M.R. for short) is always lurking in the game, trying to beat you in the races. If you want to find out who he, or she, or it is, then you're going to have to make it to the end of the game. That means you need to win lots of races. Better get started!
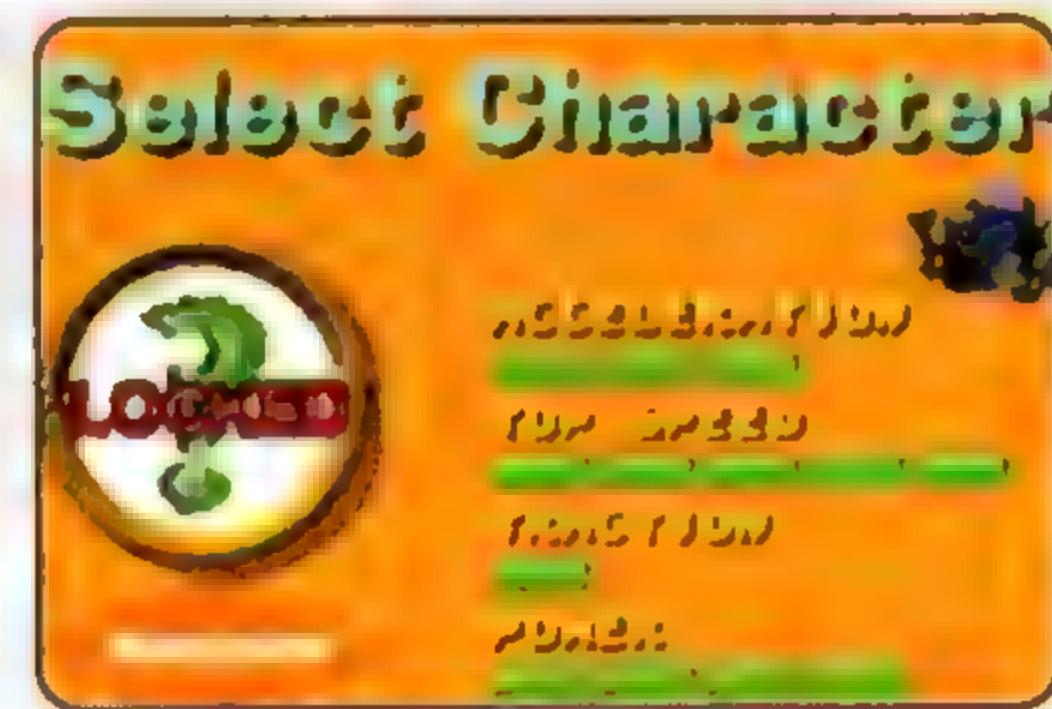
SELECT CHARACTER

Single Player

Use the **+ Control Pad** ◄ or ► to choose a character, then press the **A Button** to confirm your choice.

Multiplayer

Use the **+ Control Pad** ◄ or ► to choose a character, then press the **A Button** to confirm your choice. You cannot choose the same character that another player has already chosen. If you have characters selected, pressing the **B Button** will undo your selection. If you have no characters selected, pressing the **B Button** will return you to the previous screen.

SELECT CUP/TRACK

Selecting a Cup for Cup Mode

Use the **+ Control Pad** ▲ or ▼ to choose a Cup, then press the **A Button** to confirm your choice. When you visit this screen for the first time, only the first Cup will be available. You cannot select a track when racing for Cups. If you are placed high enough at the end of the Cup Tournament, the next Cup and the next four tracks will be available to race. Finish high enough again and the next Cup will be available.

Selecting a Track for Time Trial Mode / Race for Fun Mode

Use the **+ Control Pad** ◄ or ► to choose a track, then press the **A Button** to confirm your choice. You will get more tracks in the Time Trial Mode or Race for Fun Mode once you complete them in Cup Mode.
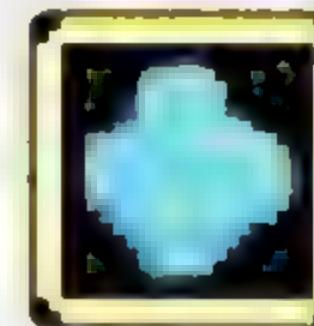
POWER-UPS

Collect power-ups by driving over wrapped gift boxes. Once collected, the power-up will appear at the top of the screen. To activate a power-up, press the **L Button**.
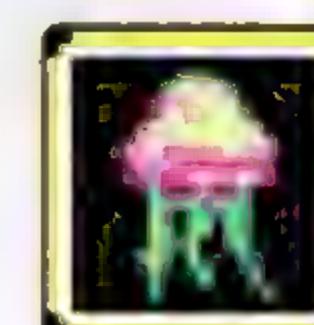
SpongeBob SquarePants™ Bubble
The bubble will make contact with the player in front of you, causing your opponent to spin out of control.

Jellyfish
These home in on the player in the lead. The jellyfish will make contact with your opponent and give a temporarily disabling shock.

Darwin Coconut Launcher
This power-up launches coconuts forward, rolling them along the ground.
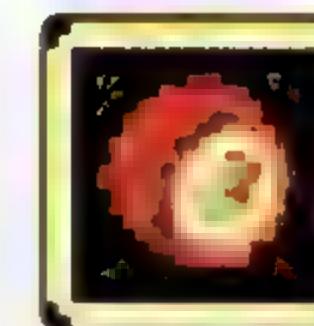
Powdered Toast Man Crouton Launcher
"Toaster-iffic" croutons are launched in an arc through the air toward your opponents. When one lands, it disables anything within a large area.

Tommy's Talcum Powder
Talcum powder is dropped behind the player. Not only does it keep Tommy dry, opponents driving into the hazard will have a burst of powder cover them, causing them to spin out of control. Press the **L Button** and hold it down to activate the power-up (it will be dragged behind your car). Release the **L Button** to place the power-up on the track.

Ickis' Trash Can

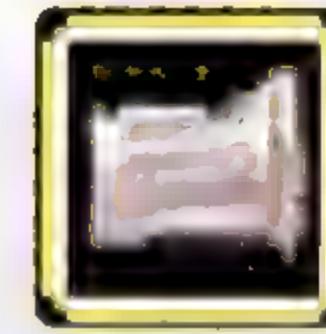This is also dropped behind you on the track. An opponent who hits the obstacle will spin out of control. Press the **L Button** and hold it down to activate. The power-up will be dragged behind your car. Release the **L Button** and the power-up is placed on the track.

Gritty Litter

Stimpy's favorite! Gritty litter is dropped behind you on the track. Players driving though it will spin out of control. Press the **L Button** and hold it down to activate. The power-up will be dragged behind your car. Release the **L Button** and the power-up is placed on the track.

Goooze™

Goooze™ can also be dropped behind you. Anyone colliding with Goooze™ will spin out of control. Press the **L Button** and hold it down to activate. The power-up will be dragged behind your car. Release the **L Button** and the power-up is placed on the track.
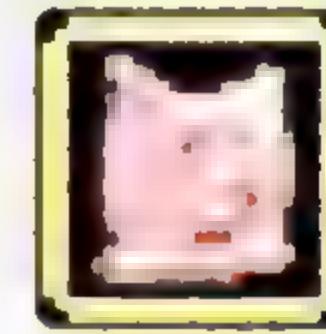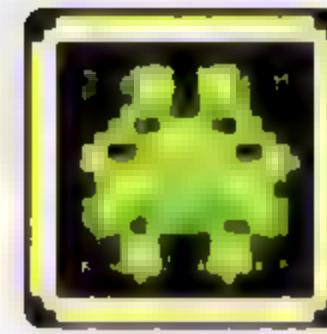
The Wild Thornberrys™ Totem Magic

The magical power of The Wild Thornberrys™ Totem allows you to sneakily take your opponent's power-up before that opponent has a chance to use it.

The Angry Beavers™ Fish Egg

Collecting this power-up gives you a shield against all other power-ups. The egg surrounds your character, making it invulnerable. The egg also increases your top speed.
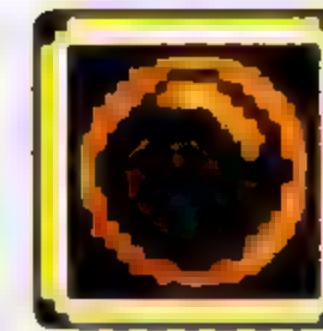
The Wild Thornberrys™ Camera Flash

Say cheese! The camera flash blinds all opponents when activated. They will see the screen white out temporarily so they will not be able to see the track.
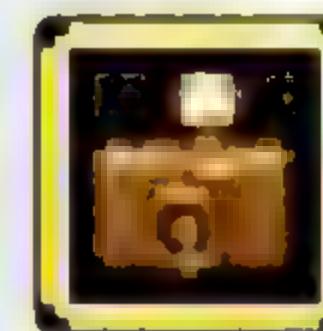
Stumpy

No, not *Stimpy*. Big difference. The Angry Beavers™ best friend Stumpy causes all players to get Stumpified! Stumpy will drop down on your opponents' heads, causing them to spin out of control.

The Angry Beavers™ Time Machine

This will slow down all opponents for a short period of time.

OTHER NEAT DRIVING FEATURES

Speed Boost Tokens

Collect these tokens to increase the boost bar at the bottom of the screen. The more tokens you collect, the faster your car can go. Blue tokens give you one boost, while red tokens give you five. Beware! Your boosts gradually leak from the boost bar, so you must keep collecting the tokens to keep your maximum speed high. Double-tap the + **Control Pad** ▲ while pressing the **A Button** to activate the boost stored in the boost bar. The boost will continue until you let go of the **A Button**.
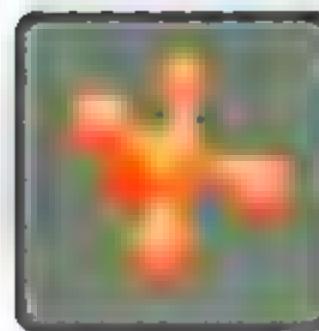
Track Boost Arrows

Driving over these will automatically give your character a boost in speed. You will see these arrows on the track.

Jump Bumps

As you approach a hole in the track, drive your car over the yellow jump bump (it looks like a speed bump). That way, you jump over the hole instead of falling into it!

Bonuses

There are secrets to be found! Try finishing the game on all levels to reveal bonus items!

INFOGRAMES WEB SITES

Infogrames has exciting, full and active web sites dedicated to ensure you get the most out of your new games. You can visit us at:

http://www.us.infogrames.com

Kids, check with your parent or guardian before visiting any web site.

Visit and you will discover that Infogrames web sites contain such things as:

- Technical Support
- Demos
- Competitions
- Hints and Tips
- Interviews
- Community
- And much more

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

This console-based product has automated support, which includes information such as game-play tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.)
Note: Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time).
Note: We may be closed on major holidays.

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address on page 25.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

┌─────────────────────────┐
│ ⚠ WARNING   │
└─────────────────────────┘

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

⚠ CAUTION

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

⚠ CAUTION

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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